```
ILog
          + Write()
          + Flush()
          + ~ILog()
               -windowLogger
       WindowContext
- errorMap
- bufferbits
- window
+ WindowContext()
+ Open()
+ SetVSync()
+ SetZBuffer()
+ BindMouseButtonCallback()
+ BindKeyCallback()
+ BindResizeCallback()
+ BindScrollCallback()
+ SetInternalPointer()
+ GetInternalPointer()
and 12 more...
SetHints()
```